

IN THE CLAIMS:

Please cancel claims 29, 30 and 32; amend claims 23 and 34-36; and add claims 40-44 as follows. Note that the amended claims are represented herein as unmarked text; texts for claims 23 and 34-36 showing edit marks are attached to this Amendment.

23. (Twice Amended) A speech outputting game machine, comprising:
a plurality of phrase databases each corresponding to predetermined condition and each storing a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition, at least a first database having stored therein phrases in the voice of a first person and at least a second database having stored therein phrases in the voice of a second person ;
switching means for switching from one of said first and second databases to the other of said first and second databases;
processing means for selecting a phrase database corresponding to a predetermined condition when said predetermined condition is satisfied during the progress of the game, for selecting a specific

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D command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and for outputting one of a plurality of alternative related phrases based on the command included in the selected specific command data; and a speech output device for outputting a speech based on the phrase output from said processing means, whereby different ones of said plurality of alternative related phrases may be generated upon the occurrence of the same condition during the progress of the game.

34. (Twice Amended) A recording medium storing a program for causing a game machine to realize predetermined functions, comprising:

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D means for storing a plurality of phrase databases each corresponding to a predetermined condition, wherein said phrase databases store a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition, respectively;

means for selecting a phrase database corresponding to said predetermined conditions when said predetermined conditions are satisfied during the progress of

the game, selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and outputting one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

means for outputting to a speech output device said output phrase data, whereby different ones of said plurality of alternative related phrases may be generated upon the occurrence of the same condition during the progress of the game.

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1) 35. (Twice Amended) A speech outputting method in a game machine, comprising the steps of:

storing a plurality of phrase databases each corresponding to a predetermined conditions, wherein said phrase databases store a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition, respectively;

selecting a phrase database corresponding to said predetermined conditions when said predetermined conditions are satisfied during the progress of the game,

selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and outputting one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

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D outputting to a speech output device said output phrase data.

36. (Twice Amended) A speech outputting method in a game machine according to claim 35, further comprising the step of replacing a first phrase database with a second phrase database having different contents therefrom according to predetermined replacement conditions, whereby different ones of said plurality of alternative relative phrases may be generated upon the occurrence of the same condition during the progress of the game.

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D 40. (New) A speech outputting game machine according to claim 23, wherein said processing means uses said second phrase database according to replacement conditions designated by a player.

41. (New) A speech outputting game machine according to claim 39, wherein said processing means uses said second phrase database according to

replacement conditions designated by a player.

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42. (New) A speech outputting game machine according to claim 23,
wherein said switching means changes over from one of said databases to the
other of said upon the occurrence of a predetermined event.

43. (New) A speech outputting game machine according to claim 39,
wherein said processing means uses said second phrase database according to
replacement conditions designated by a player.

44. (New) A speech outputting game machine according to claim 42,
wherein said processing means uses said second phrase database according to
replacement conditions designated by a player.

REMARKS

This Preliminary Amendment responsive to the Examiner's rejections as
stated in his Final Rejection mailed July 5, 2000. The Examiner's comments have
been carefully considered.

The Examiner has objected to claims 23, 34, and 36 because of a common
informality. All these claims have been amended to overcome this objection. The